

UNIFIED SPACE TIMELINE Version 0.01

This document presents a time-line of the Unified Space setting.

It will be expanded with time.

Until exact years are added, all entries are simply relative to each other (i.e. things listed after a specific point happened later).

All entries are Unity-specific currently.

Status

In case of a conflict, the timeline takes precedent over prior sources.

“Slow ship” colonization attempt

3 slower-than-light speed ships are launched in an early bid for colonization. All are presumed lost.

The stagnation

A prolonged period of scientific stagnation on Earth characterized by risk-averse policies and general economic malaise.

Hegemony wars

Wide-spread low-intensity conflicts on Earth as nation-states give way to regional and corporate alliances of interest.

FTL discovery

Earth scientists discover principles that will lead to Tunnel tech, enabling faster-than-light travel. Technological development speed explodes. First technology cults established.

First colonization

The first human colonies are established. Early colonization is dangerous and often results in failure. Many surveyed worlds are determined to be non-viable, leading to high colonist casualties. Many colonists “go local” and become nomads.

Karlenhertz generator developed

Weak points in space can now be generated forcefully, allowing stable system-to-system travel. This quickly leads to Tunnel-based communication, allowing near-instant communication between worlds.

AI developed

Functional artificial intelligence is realized. Tech cults explode in popularity.

Terraforming technology developed

AI-guided processes are developed to conduct large-scale planetary modifications. This allows a wide range of worlds to be made reasonable habitable. Initial process works on a 100 year time-frame but technological advances reduces it to 20.

The star-ward leap

Human colonization efforts explode as more and more worlds are surveyed, terraforming is initiated and colonists begin to settle. Ultra-corporations spanning multiple global economies are formed during this period.

Genetic editing begins during this period.

Psionics discovered

The first psionic genes are discovered. Initial experiments are unpredictable and dangerous, leading to general suppression.

First K'Erin contact

First contact between human explorers and K'Erin alien species.

K'Erin contact war

Galactic war between humans and K'Erin.

Results in substantial K'Erin territorial gains and designation of humans as “worthy foe”.

Separation wars

Widespread galactic conflict as human interests diverge and independent polities emerge and struggle for domination. Often known as Procyon wars due to the location of first major battle.

First evidence of “Psycho” phenomena discovered.

Widespread K'Erin incursions into human controlled space.

Species later known as The Many begins genetic and psionic experimentation during this era after isolation.

Unity founded

Unity is founded to consolidate and defend human interests. Initial domains become the Core worlds.

The wayward wars

A series of conflicts as Unity extends its reach and brings each human polity into its sphere.

Aliens known as The Swarm encountered during this era.

The Many encountered and granted protected status during this era.

Engineers encountered during this era.

First Precursor contact

Precursors initiate contact with Unity, warning of an imminent threat to galactic stability.

First Converted incursion

Of unknown origin, the Converted invade Unity and Precursor territory. Independent human systems are overrun and absorbed by the invaders.

Invasion fought to a standstill by combined Unity, Precursor and K'Erin efforts.

Uplifts and gene-mods standardized

Unity experiments with animal-uplifts and extensive gene modification produces several viable genetic variants. Unity legislation formalizes their status.

During this period, Precursor instruction helps formalize human psionic training.

Stalkers and Hulkers created during this era.

Most Feral strains created during this era.

Precursor-K'Erin dominion war

Galactic war erupts due to disputes over low-tech local populations in border territories. Unity remains neutral. War concludes with voluntary withdrawal of K'Erin forces after Precursors threaten solar detonation in a contested system.

First Swift contact

Swift are spontaneously discovered across hundreds of world, insisting that they were always there but the time-streams did not align until now.

Second K'Erin-Unity war

Diplomatic missteps results in open warfare with K'Erin. Results are inconclusive. Unity-K'Erin-Precursor protocols signed on mutual limitations of global-level military ordnance.

Renegade wars

Widespread low-intensity warfare among worlds furthest from Unity control. Most historians point to this as the creation of the Fringe.

First Manipulator contact

The esoteric species later known as the Manipulators are encountered in the far reaches of space. Initial trade negotiations go unfavorably for the new species.

Uplift rebellions

A series of violent rebellions from Uplift-populated colonies near Manipulator space. Suppressed with K'Erin aid. Feral recognized as independent species.

2nd Converted war

Converted galactic-level attack, repulsed after bloody fighting by concerted alliance efforts. Precursors bear brunt of fighting, leading to a number of joint-defense worlds being established along the Unity/Precursor borders.

First core signals detected

Strange transmissions of alien origin detected emanating from the galactic core. Regions are widely suspected to be inaccessible and inhospitable. Precursors warn against investigation. Initial K'Erin scout fleet disappears without trace. Signals will continue periodically at 22 year intervals.

First Soulless contact

Soulless species encountered along galactic edges. Initial contacts friendly and cooperation quickly ensues.

K'Erin war of steel honor

Failed negotiations lead to conflict between Soulless and K'Erin. Fighting disrupted by Converted incursion.

First skulker contact

Alien species quickly integrates into Unity and K'Erin societies.

First reports of Abductors

Multiple Unity worlds attacked by Abductor ships, later determined to be form minor political polity along galactic edge. Abductors warn of coming galactic horror.

Cybernetic war

Large-scale Converted plan results in several worlds falling under control. Soulless commit major forces to contain outbreak but counter-attacks into held territory fails.

First Horde contact

Alien species known as Horde emerges from portals across a trio of now lost worlds.

Horde Dominion war

Unity-led effort to contain and repel Horde invasion. Casualties are enormous but Horde is believed destroyed. 18 Horde-captured settlements have vanished from galactic maps.

Reclamation war

Individual efforts by major powers to retake Converted-held worlds. Uncoordinated and with limited success.

First Hakshan contact

Hakshan emissaries arrive on galactic scene.

Now

You are here.